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about me: I am a 23 year old 3D artist living in London. I hold a BA degree in Animation and VFX, have a passion for art, and possess the ambition to work in the Game Industry. Other than 3D art, I fancy myself to be a concept artist, a sculptor, a painter and game designer. I treat this search for the right company to work for, as a full time job in its own right, and thus spend the vast majority of my waking time working on improving my skills. Of course I am just a human being and I do need to take a break sometimes, and when I do, I like to spend time with my friends, exercise, listen to music and go sightseeing around some 'viewtiful' locations just about anywhere they might be found. The full profile of the skills I practice, and tools I use, can be found below,
H a v e a L O O K F O R Y O U R S E L F I



SKILLS

Character Design
Environment Design
Game Design
Hi/Lo Polygon Modelling
Concept Art
Mapping/Texturing
UI Design
2D/3D Animation
Photomanipulation
Storyboarding
Colourscripting

TOOLS

Unreal Engine 3/4
Adobe Creative Suite
Autodesk Maya
Autodesk 3Ds Max
Autodesk Mudbox
Pixologic zBrush
3D Coat
Roadkill UV
CrazyBump
nDo/pDo
xNormal

RELEVANT EXPERIENCE

2009		2009
2010	adobe certified expert (ACE)	2010
2011	GOREY SCHOOL OF ART // FINE ART	2011
2012	FALMOUTH UNIVERSITY // (BA) HONS DIGITAL ANIMATION & VFX	2012
2013	FALMOUTH UNIVERSITY // (BA) HONS DIGITAL ANIMATION & VFX	2013
2014	FALMOUTH UNIVERSITY // (BA) HONS DIGITAL ANIMATION & VFX	2014
2015	Freelance // max-depth.com // WOLFFISH FILMS	2015
	//YOUR?	